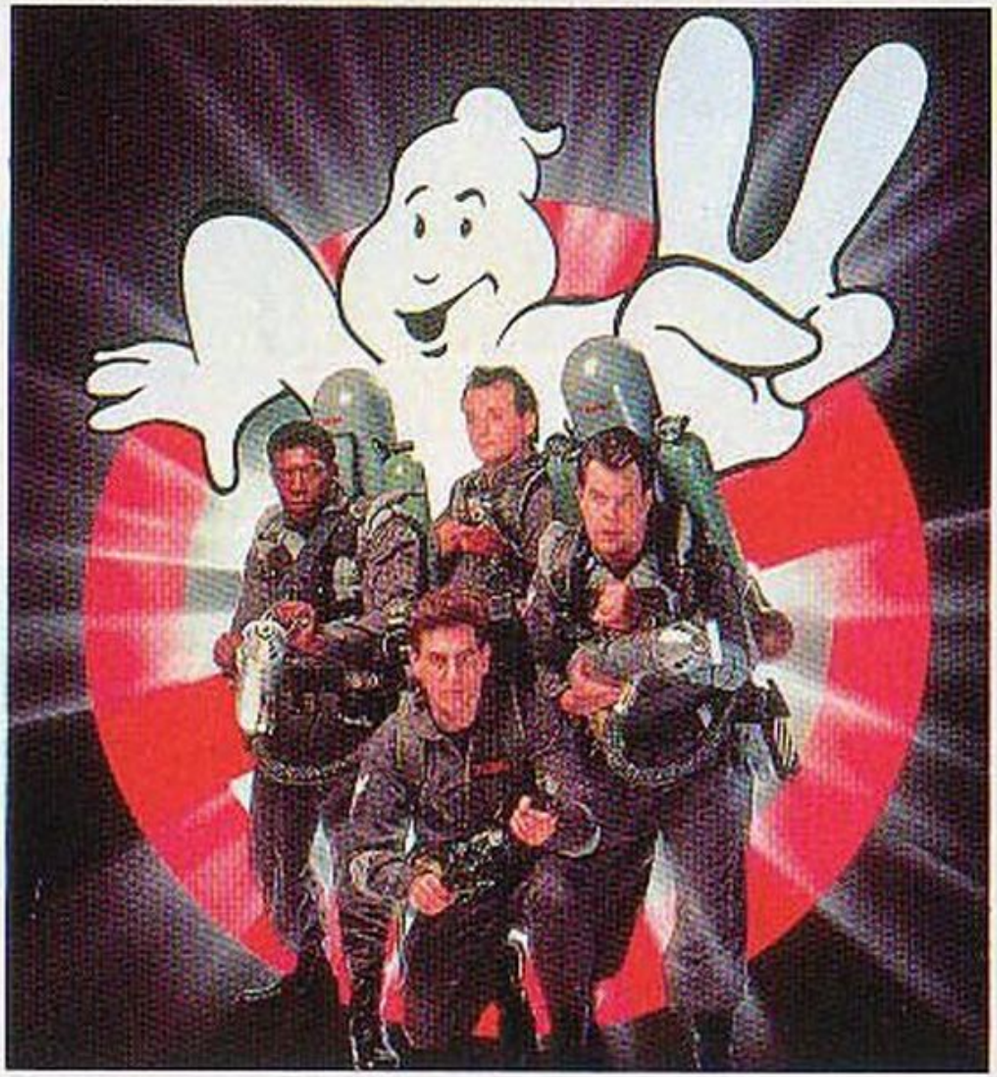
NES-QD-AUS

NEW

GHOSTBUSTERS III



INSTRUCTION BOOKLET

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1) Playing a video game is supposed to be fun, not a test of endurance. If you play for a long time, try to take a break each hour.
2) This is a precision Game Pak. Do not store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not try to take your Game Pak apart.
3) Don't touch the terminals or let them get wet.
4) Don't clean this equipment with volatile solvents such as thinner, benzene, or alchohol.

CONTENTS

2 "WHO ARE YOU GONNA CALL?"

4 CHARACTERS

6 MOBILIZING THE TEAM

7 GHOSTBUSTERS IN ACTION

10 DANGER ZONES

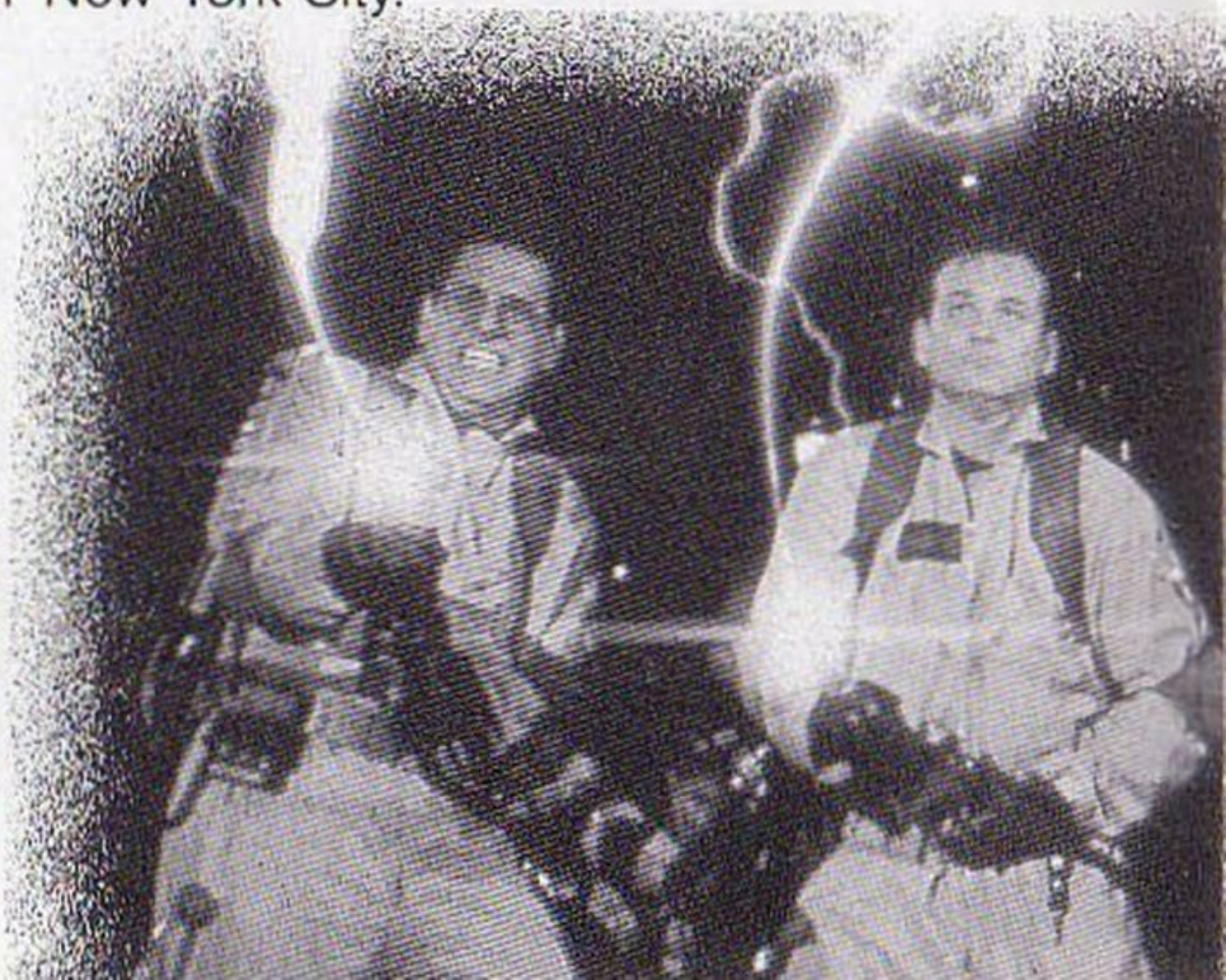
12 EVIL GHOSTS

14 TIPS

"WHO ARE YOU GONN

Hard times had befallen the Ghostbusters. Although they saved New York from a rampage of evil spirits, a series of unfortunate events made them unpopular. Once heroes, they were now considered outcasts—fakes and frauds. The Ghostbusters had split up, and everyone had gone their separate ways. But trouble is brewing under New York City.

When Peter's ex-girlfriend Dana asks for help, the Ghostbusters reunite and discover a river of pink slime flowing underground.



A CALL?"

It leads right to the city art museum where the vengeful ghost of Vigo, an evil 17th century tyrant waits impatiently in a painting. Legend has it that Vigo was a cruel sorcerer who vowed to return and bring another reign of terror to earth. He has possessed Dana's boss, Janosz, who will kidnap her baby so Vigo might live again—in Dana's child!

Someone must stop Vigo, rescue Dana's baby, and save New York city!

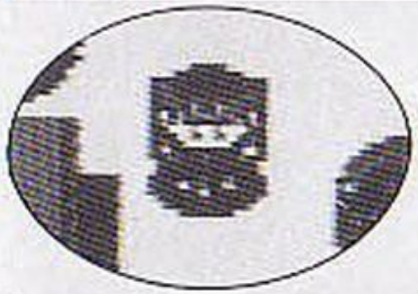
Time is running out, and Vigo is gaining power with each passing moment. So who are you gonna call? You got it—Ghostbusters!

CHARACTERS

PETER

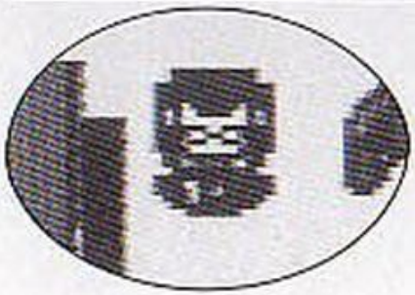
The captain of the Ghostbusters team became a talk show host on a strange T.V. program.

RAY



Ray runs an occult bookstore and also works as an entertainer at children's birthday parties.

EGON

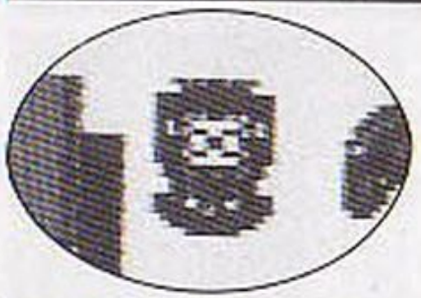


Egon returned to his scientific studies, and he and Ray continue to conduct experiments.

WINSTON

Winston has always been interested in the supernatural; and he works with Ray as an entertainer.

LOUIS

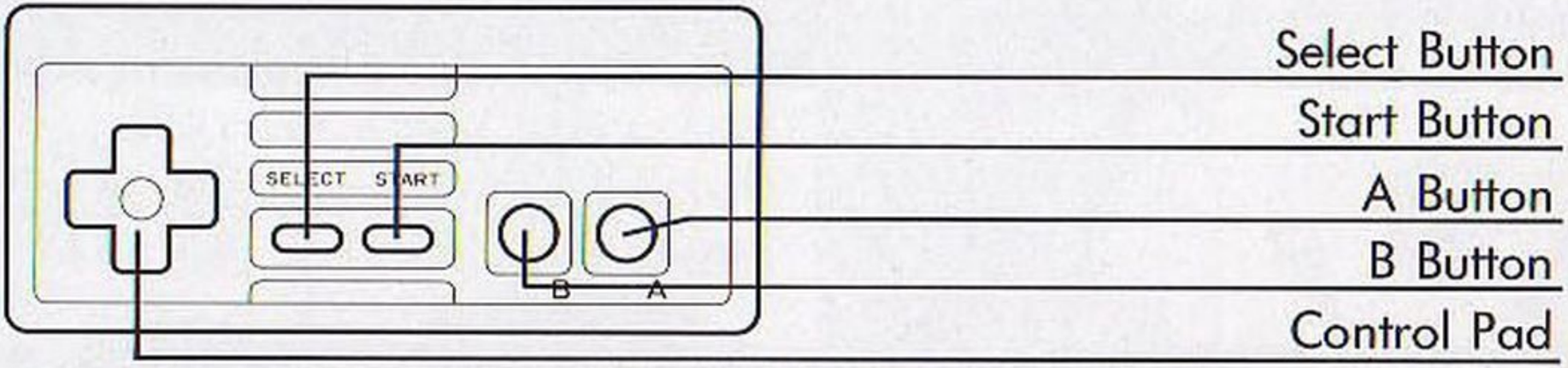


Louis has been rescued by the Ghostbusters, and he tries to help them as much as possible.

DANA

When strange things start happening to her and her baby, she goes to the Ghostbusters for help.

MOBILIZING THE TEAM



A Button

Makes your lead character shoot the freeze beam.

B Button

Makes your second character trap the ghost.

Start Button

Pauses the game and begins the game at the Title Screen.

Control Pad

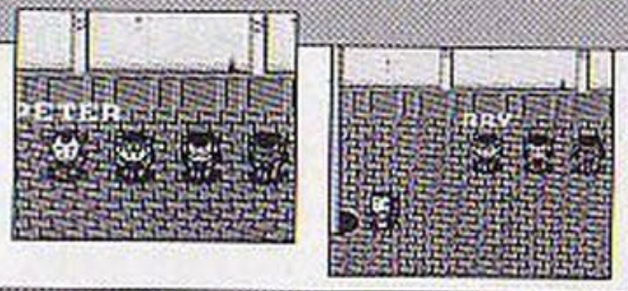
Moves the characters around the screen.

GHOSTBUSTERS IN ACTION

The Ghostbusters must clear five stages of ghosts, and each stage has a powerful ghost waiting at the end. After these stages have been cleared, it's time to tackle Janosz and Vigo!

1 Selecting Your Team

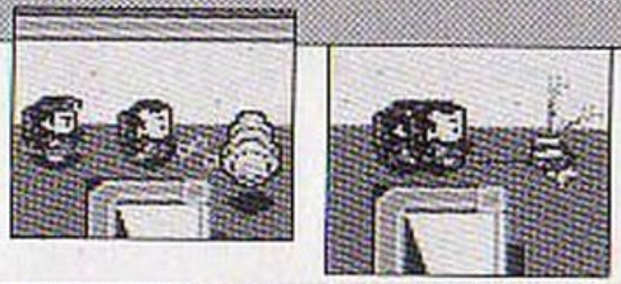
Use the Control Pad and the A Button to select two characters.



The team has been chosen—now it's time to go bust some ghosts!

2 Catching Ghosts

Press the A Button to freeze a ghost, and the B Button to trap it.



The lead character freezes the ghost, and then the second character traps it. Teamwork!

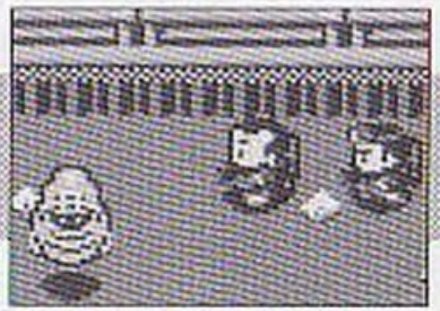
3 More Powerful Ghosts

Trap the Stage Boss in order to move on to the next stage. It's not always an easy task.

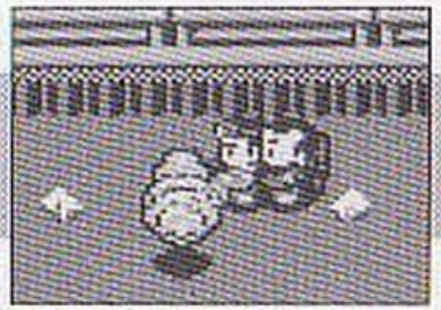
Woah! What an ugly dude! Trap this one before his looks knock you out.

How to Catch Ghosts

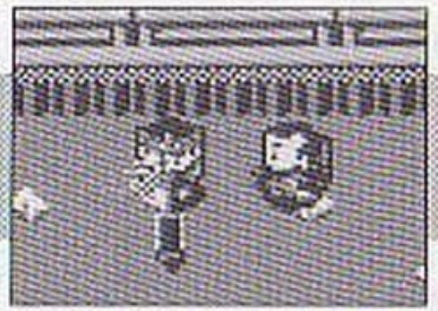
Watch the ghosts carefully, learn their maneuvers and move in close. There are certain techniques that can help, and sometimes you need all the help you can get!



A little closer...a little closer.



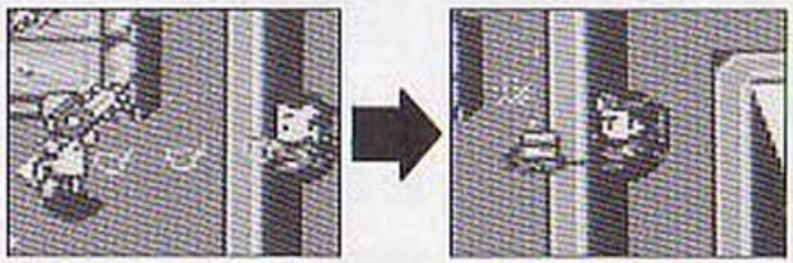
He's frozen.



Gotcha!

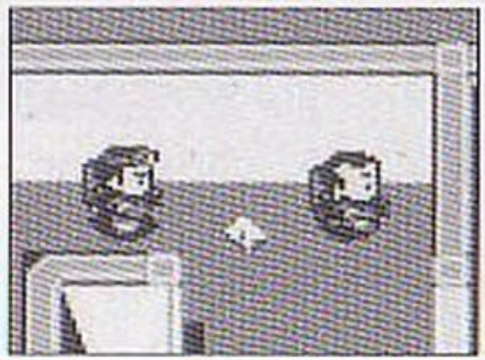
Catch ghosts through walls.

Why take unnecessary risks? Trap ghosts through walls when you can.



Watch your trapper

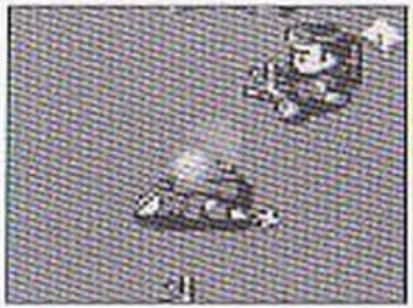
Your second character moves more slowly. You might have to do some tricky maneuvering to be sure he is facing the ghost you want to trap.



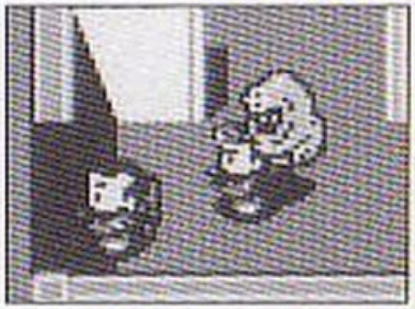
Game Over

Your trapper is invincible, but your lead character isn't. Be careful, for there are many hazards.

Touch a ghost and you'll be spinning on the ground.



Don't let objects hit you, either.



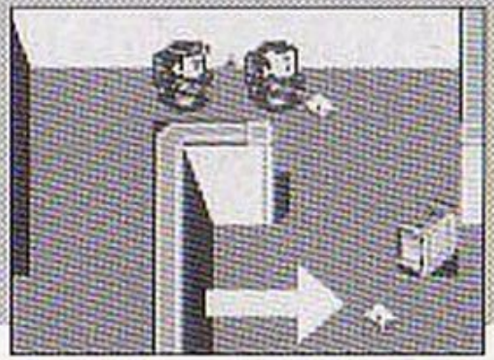
Don't worry about your trapper, nothing gets him down.

Continue

When Game Over appears, you can still continue three times. Make the most of it.

Arrows

Each stage is separated into several areas. When one area is completely cleared of ghosts, and arrow will show the way to go.



DANGER ZONE

In order to get to the center of the evil energy you've got to maneuver your team through some scary places.

1 Courthouse

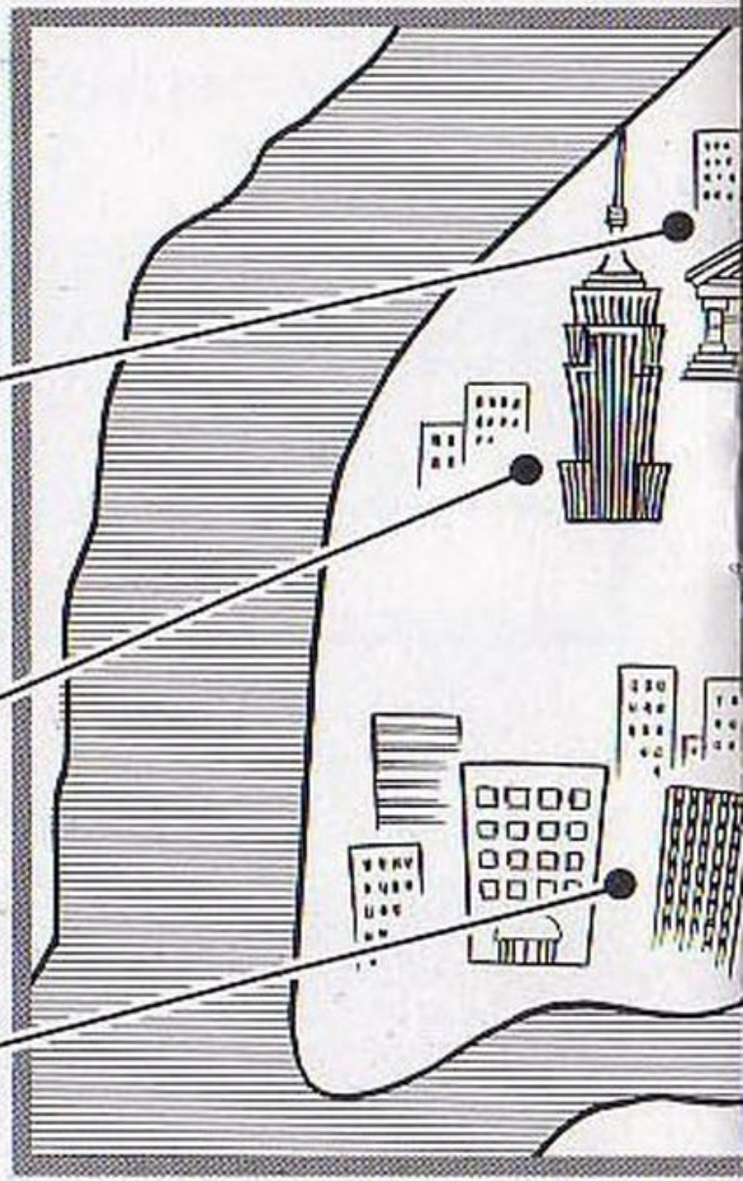
Things are going awry in New York, and the ghosts are popping up everywhere in the city!

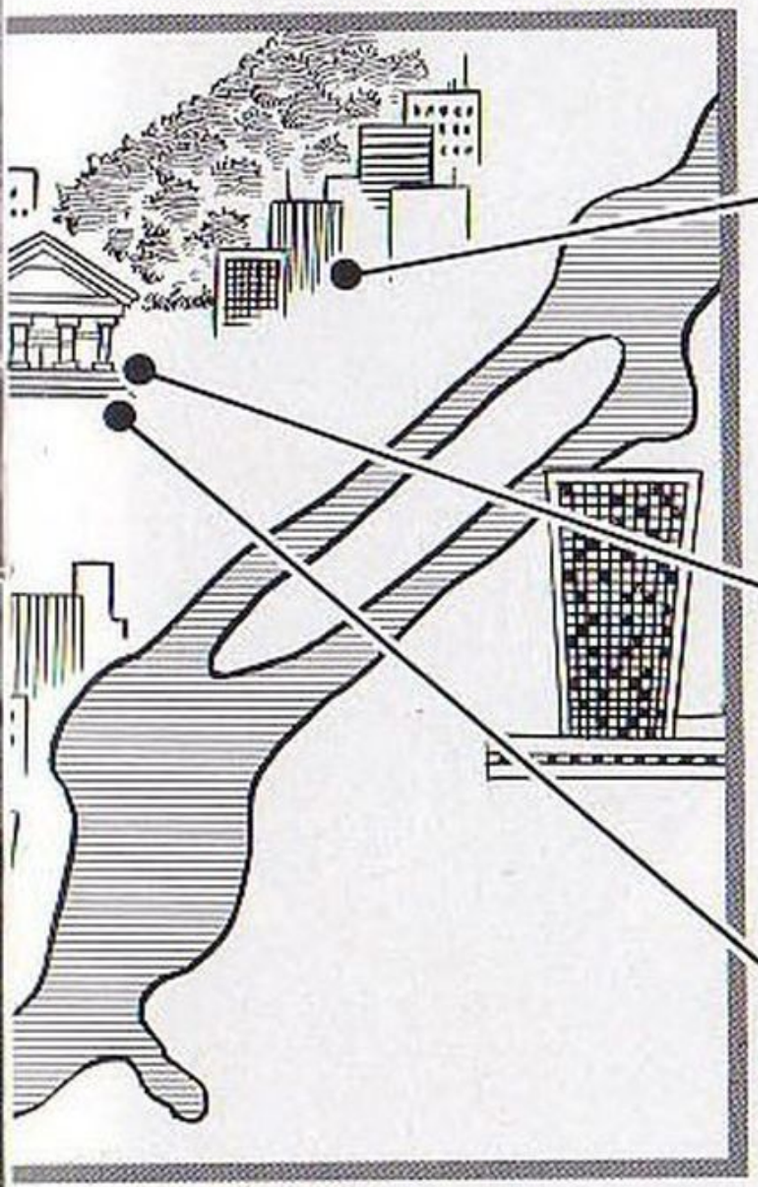
2 Abandoned Subway Tunnel

The ghosts of construction workers are roaming this tunnel. Beware of the tracks as well!

3 Dana's Place

Barbaric ghosts are out to get the team, and they are mean!





4 Drainage System

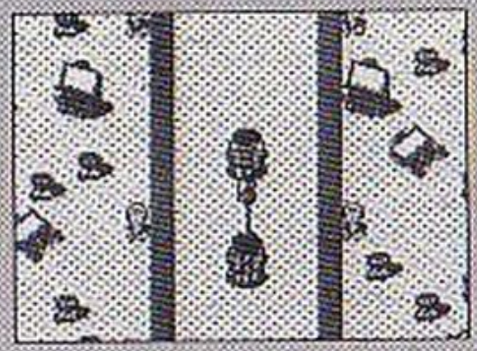
Foul energies bubble up out of the pink slime. Don't fall in, the currents are strong!

5 Art Museum

Skeletons clatter through rooms, and this is where you'll confront Janosz.

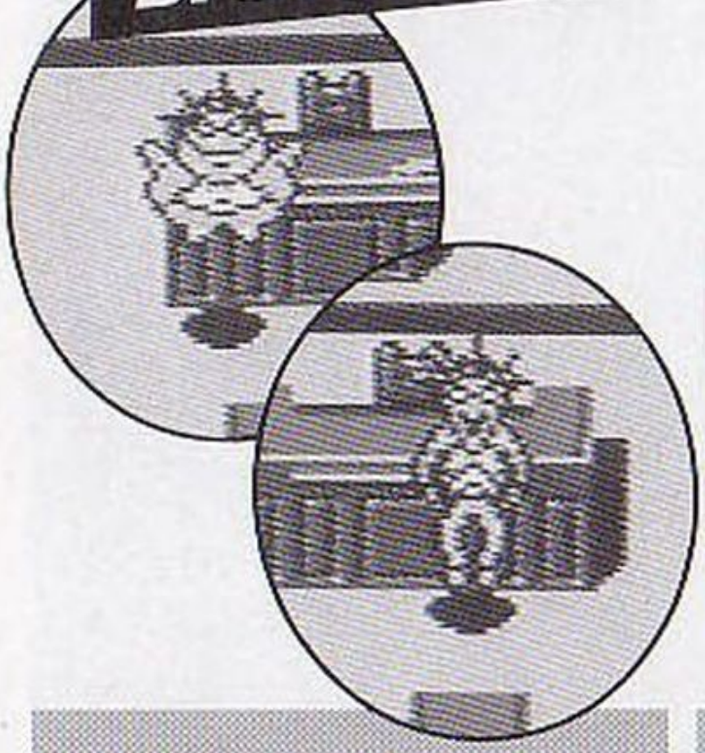
6 Vigo

At the end of a hallway stands a giant painting. Vigo emerges from it—big, mean, and bad!



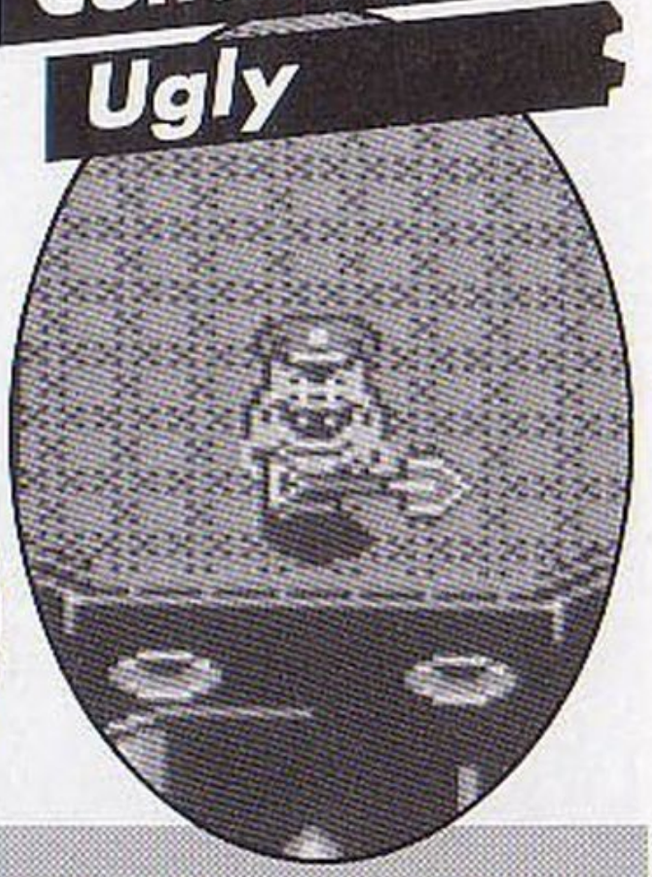
EVIL GHOSTS

Scolari Brothers



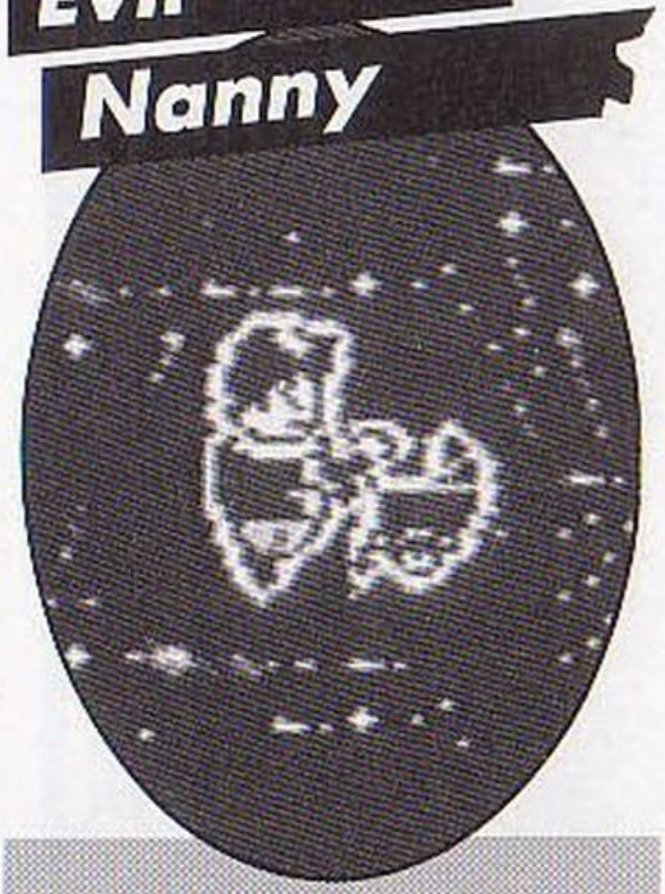
These ghosts return to haunt the Courthouse.

Conductor Ugly

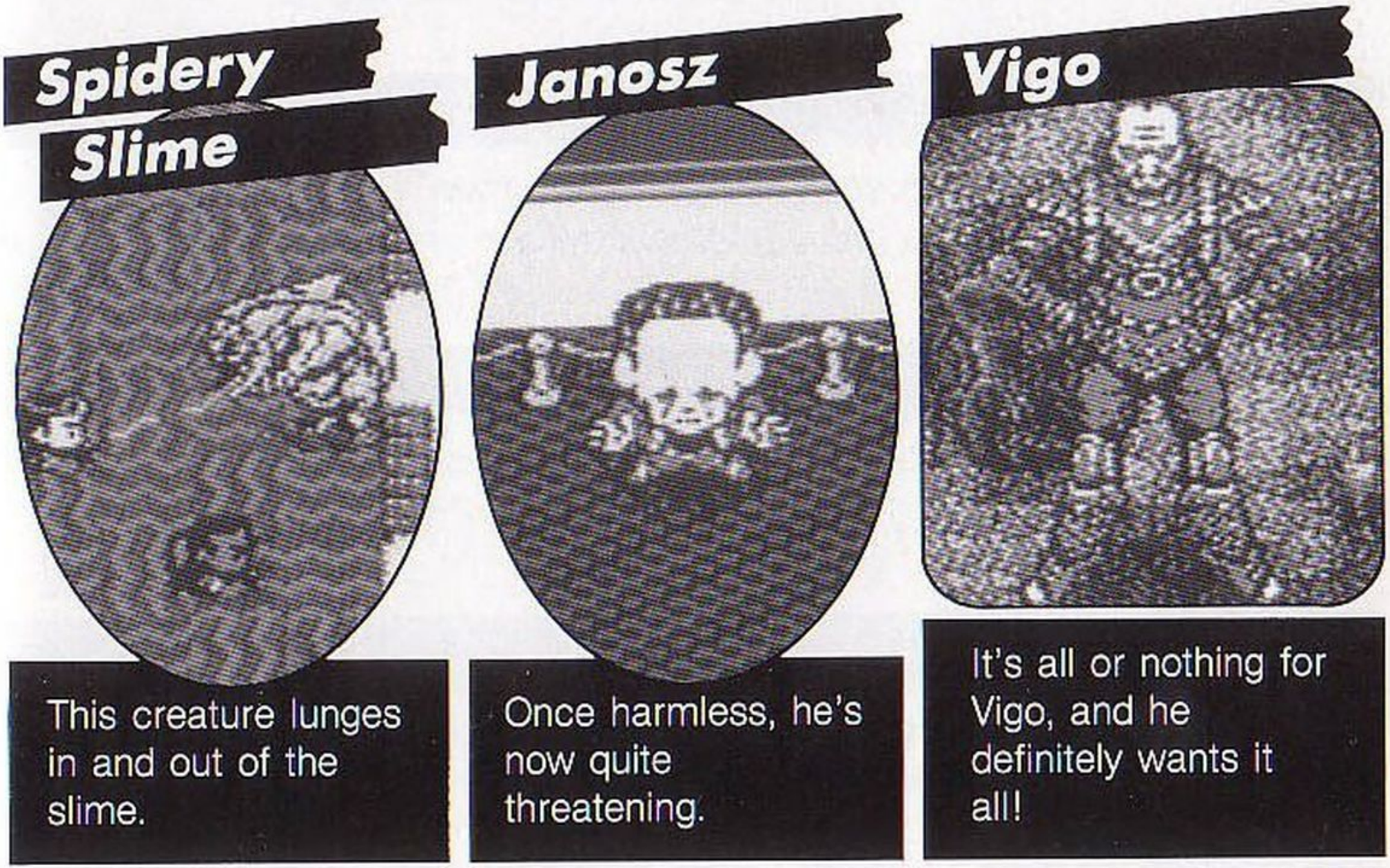


Gripping his shovel, he shoots fireballs.

Evil Nanny



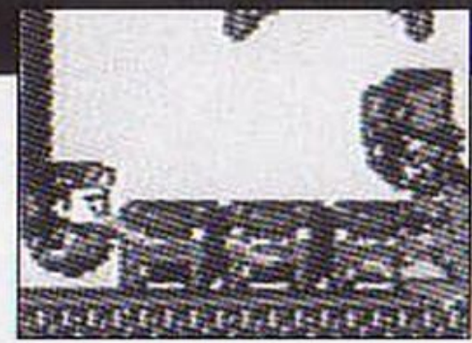
This nanny is up to no good!


Spidery Slime
This creature lunges in and out of the slime.
Janosz
Once harmless, he's now quite threatening.
Vigo
It's all or nothing for Vigo, and he definitely wants it all!

TIPS

Hey Ghostbusters- it's scary out there, but grab your packs, and get ready to roll!

STAGE 1



The Scolari Brothers move in circles. Freeze them until they change color, and then trap 'em for good!

STAGE 2

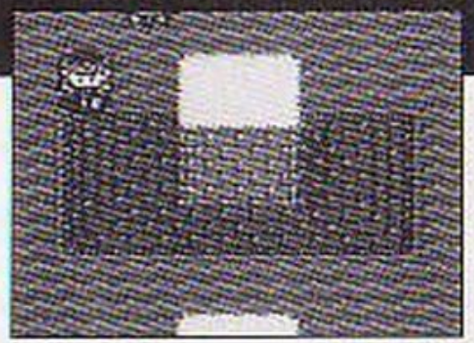
Conductor Ugly really needs to take the next train out of town. He's fast and avoids the freeze beam well. Just trap him.

STAGE 3

There isn't any strong ghost to trap here. However, a big event unfolds that is crucial to the story.

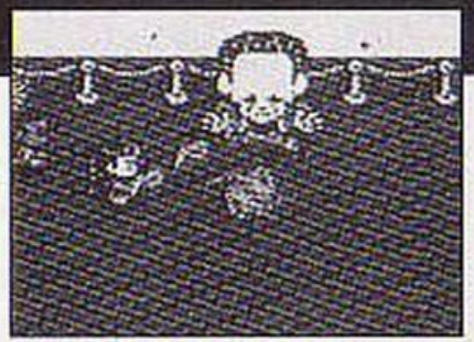
STAGE 4

The river of pink slime has many currents that are continuously changing and will sweep you away.



STAGE 5

Janosz is difficult to defeat. Listen to the sound of the fireballs carefully.



STAGE 6

Vigo is the toughest of them all. Move quickly and shoot the freeze beam until...well, you'll just have to find out for yourself. Good Luck!!

⚠ WARNING ⚠

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